

```
group id="tab_tab_group" caption="Tabbed: Radio" <<>
  button refId="tab_tab_button0" size="medium" />
  button refId="tab_tab_button1" size="medium" />
  button refId="tab_tab_button2" size="medium" />
</group>
group id="tab_tab_group" caption="System" <<>
  button refId="tab_tab_button3" size="medium" />
  button refId="tab_tab_button4" size="medium" />
  button refId="tab_tab_button5" size="large" />
</group>
group
controls
<<>
  <<< add your controls here >>>
  button id="tab_tab_menu_item_button" condition="work_mapping_mapArea" caption="New Jersey" class="Menu_button" loadedClick="true" wallImage="pack://application:,,,/NJDEP.Desktop.Resources.component/Design/NewJersey.jpg"
  <binding binding="New Button 2" />
  </binding>
  button
  button id="tab_tab_menu_item_button" condition="work_mapping_mapArea" caption="Counties" class="Menu_button" loadedClick="true" wallImage="pack://application:,,,/NJDEP.Desktop.Resources.component/Design/NewJersey.jpg"
  <binding binding="New Button 2" />
  </binding>
  button
  button id="tab_tab_menu_item_button" condition="work_mapping_mapArea" caption="Permits/Permits" class="Menu_button" loadedClick="true" wallImage="pack://application:,,,/NJDEP.Desktop.Resources.component/Design/NewJersey.jpg"
  <binding binding="New Button 2" />
  </binding>
  button
  button id="tab_tab_menu_item_button" condition="work_mapping_mapArea" caption="Permits" class="Menu_button" loadedClick="true" wallImage="pack://application:,,,/NJDEP.Desktop.Resources.component/Design/NewJersey.jpg"
  <binding binding="New Button 2" />
  </binding>
  button
  button id="tab_tab_menu_item_button" condition="work_mapping_mapArea" caption="Address Points" class="Menu_button" loadedClick="true" wallImage="pack://application:,,,/NJDEP.Desktop.Resources.component/Design/NewJersey.jpg"
  <binding binding="New Button 2" />
  </binding>
  button
  button id="tab_tab_menu_item_button" condition="work_mapping_mapArea" caption="Roads (center lines)" class="Menu_button" loadedClick="true" wallImage="pack://application:,,,/NJDEP.Desktop.Resources.component/Design/NewJersey.jpg"
  <binding binding="New Button 2" />
  </binding>
  button
  button id="tab_tab_menu_item_button" condition="work_mapping_mapArea" caption="New Flood Elevations" class="Menu_button" loadedClick="true" wallImage="pack://application:,,,/NJDEP.Desktop.Resources.component/Design/NewJersey.jpg"
  <binding binding="New Button 2" />
  </binding>
  button
  button id="tab_tab_menu_item_button" condition="work_mapping_mapArea" caption="New Index" class="Menu_button" loadedClick="true" wallImage="pack://application:,,,/NJDEP.Desktop.Resources.component/Design/NewJersey.jpg"
  <binding binding="New Button 2" />
  </binding>
  button
</group>
```

The Button That Doesn't Work

Andrew C. Garcia - NJDEP



I need to populate a table in a drawing with dynamic text. The table contains values for metes and bounds of COGO linework.

Purpose

Streamline editing of values in a layer to reduce errors. Create a custom button using ArcGIS Pro Software Development Kit (SDK). Have that button perform field calculations on a specific layer.



Survey Record (Local) X							
Field:		Selection:			Highlighted:		
	Direction	Distance	Radius	Arc Length	ID	Unique ID	PI Number
1	N10°15'20"E	40.00'	<Null>	<Null>	L01	02122	100-1001
2	N65°23'27"E	15.75'	<Null>	<Null>	L02	02123	100-1001
3	S58°55'08"E	42.01'	<Null>	<Null>	L03	02124	100-1001
4	S16°50'44"W	<Null>	25.06'	43.24'	C01	02125	100-1001
5	N88°52'36"W	24.91'	<Null>	<Null>	L04	02126	100-1001
6	N61°23'23"W	<Null>	24.13'	25.67'	C02	02127	100-1001
Click to add new row.							

Challenges

Make sure the button only runs when a specific layer is selected.

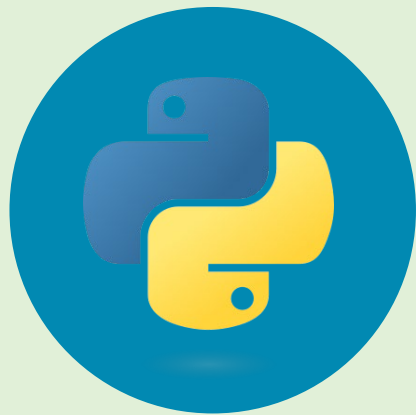
Make sure the button doesn't run when nothing is selected (yes, there's a difference).

Make sure the button only runs when certain features within the layer are selected.

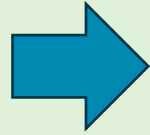
Survey Record (Local) X				
Field: Add Calculate Selection: Select By Attributes Z				
	OBJECTID *	Direction	Distance	PI Number
13	30112	N11°31'00.00"E	93.54	1325-23-0001.1
14	30115	S68°34'00.00"E	113.47	1325-23-0001.1
15	30114	N12°08'00.00"E	16.24	1325-23-0001.1
16	30116	S9°50'00.00"W	218.30	1325-23-0001.1
17	30113	S77°52'00.00"E	1.13	1325-23-0001.1
18	28945	N64°30'02.00"W	18.04	1219-22-0002.1
19	13542	N86°30'00.00"E	112.66	1329-22-0002.1
20	590	S47°40'25.00"E	14.00	0901-20-0003.1
21	19676	S84°56'49.00"E	26.05	0510-04-0003.1
22	28173	N0°28'39.00"W	8.27	1506-21-0051.2

Workflow

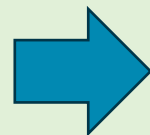
The making of the button that doesn't work.



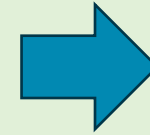
Create an ArcPy script that runs the field calculations on the desired layer.



Create a new button in a custom tab using C# in ArcGIS Pro SDK.



Configure module script to only turn the button on when a feature of a specific layer is selected.



Furiously search StackExchange and see that someone resolved your issue years ago.

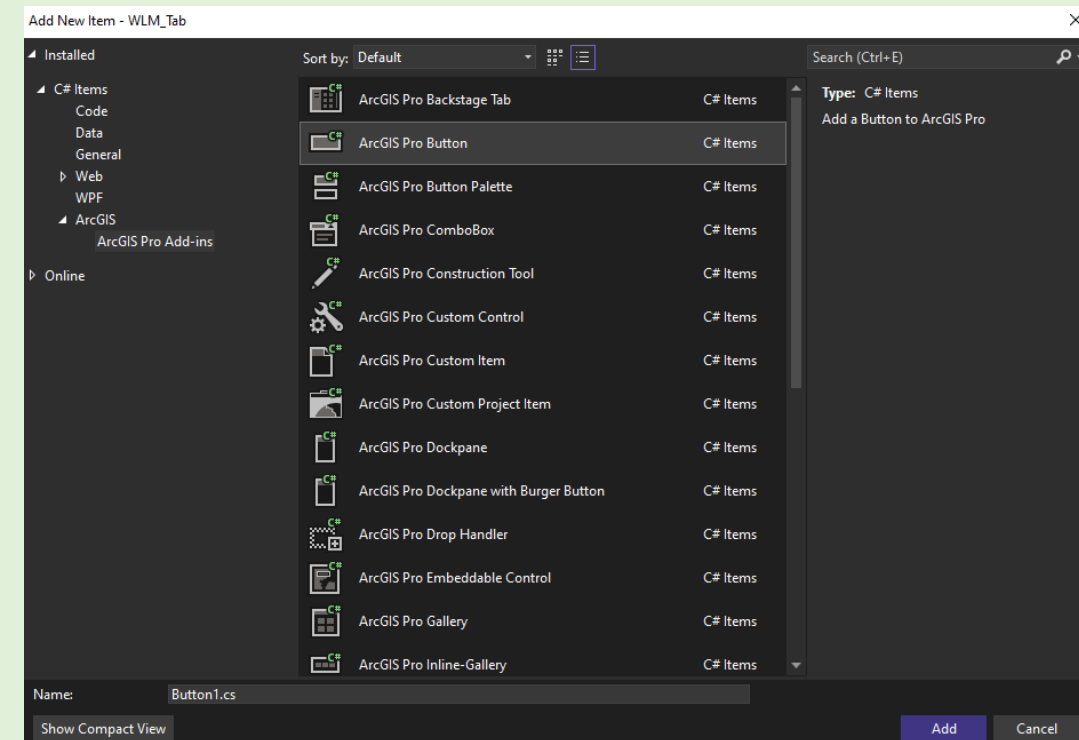
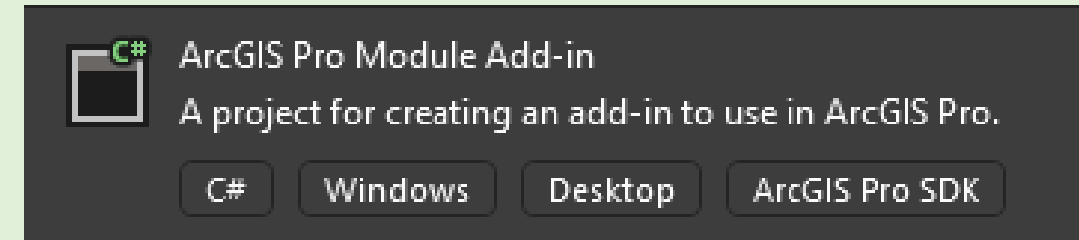
Setting up a custom tab

Install Visual Studio 2022

Install .NET Framework 4.8 Developer Pack

Install ArcGIS Pro SDK for .NET

Make sure the version of the SDK you install is the same as your ArcPro version. For this tab we are running ArcGIS Pro version 3.2.0.

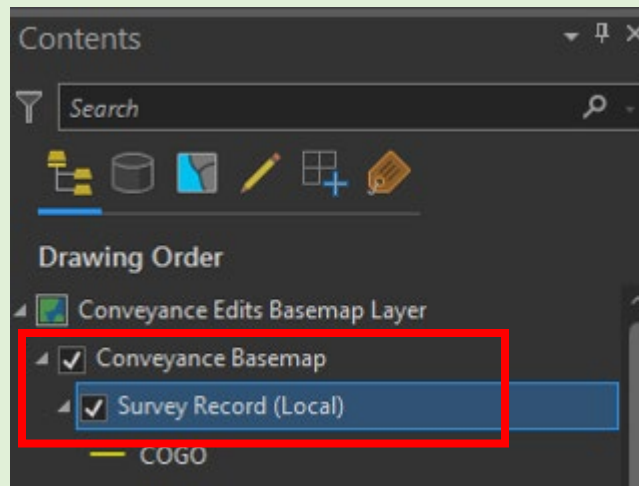


```

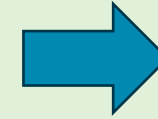
107 except:
108     arcpy.AddError("Could not calculate line distance.")
109
110 #Calculate curve distance to add 2 sigfigs, foot tick mark, and thousands separator.
111 try:
112     curvedistance = ["reference_document", "radius", "hyperlink", "arclength"]
113     radiuscommas = ""radius" IS NOT NULL AND CURS_126076("reference_document")>=4 AND "radius">=4"
114     radiuscommasng = ""radius" IS NOT NULL AND CURS_126076("reference_document")>=4 AND "radius"<4"
115     arclengthcommas = ""radius" IS NOT NULL AND CURS_126076("hyperlink")>=4"
116     with arcpy.da.UpdateCursor(layer, curvedistance, curve) as cursor:
117         for row in cursor:
118             row[0] = str("{:2f}".format(row[1]))+"\n"
119             row[2] = str("{:2f}".format(row[3]))+"\n"
120             cursor.updateRow(row)
121     with arcpy.da.UpdateCursor(layer, curvedistance, radiuscommas) as cursor:
122         for row in cursor:
123             row[0] = row[0][:-2]+'', 'row[0][:-2]'
124             cursor.updateRow(row)
125     with arcpy.da.UpdateCursor(layer, curvedistance, radiuscommasng) as cursor:
126         for row in cursor:
127             row[0] = row[0][:-2]+'', 'row[0][:-2]'
128             cursor.updateRow(row)
129     with arcpy.da.UpdateCursor(layer, curvedistance, arclengthcommas) as cursor:
130         for row in cursor:
131             row[2] = row[2][:-2]+'', 'row[2][:-2]'
132             cursor.updateRow(row)
133 except:
134     arcpy.AddError("Could not calculate curve distance.")
135
136 #Calculate direction using cardinal directions. Note: the script below is written in arcade.
137 try:
138     arcpy.management.CalculateField(layer, "Description", """// Change the settings portion to configure direction format, color, rounding and abbreviations
139     // This is an Arcade expression
140
141     // SETTINGS
142     var QuadrantBearingFormat = true; //set "true" for quadrant bearing, "false" for north azimuth
143     var ShowDistance = true; //set as "true" to show distance
144     var ShowDirection = true; //set as "true" to show direction
145     var ShowRadius = true; //set as "true" to show radius
146     var ShowCurveFactor = true; //set as "true" to show curve factor
147     var CurveFactor = 1.0; //set as "1.0" to show curve factor
148     var ErrorString = "Error: "; //set as "Error: " to show error
149     var RadiusUnit = "Feet"; //set as "Feet" to show radius unit
150     var ArcLengthUnit = "Feet"; //set as "Feet" to show arc length unit
151     var ChordUnit = "Feet"; //set as "Feet" to show chord unit
152     var AngleUnit = "Degrees"; //set as "Degrees" to show angle unit
153     var DistanceUnit = "Feet"; //set as "Feet" to show distance unit
154     var NumberFormat = "0.00"; //set as "0.00" to show number format
155
156     // VARIABLES
157     var direction=$feature.Direction;
158     var distance=$feature.Distance;

```

Python Functions



	OBJECTID *	Direction	Distance	PI Number
13	30112	N11°31'00.00"E	93.54	1325-23-0001.1
14	30115	S68°34'00.00"E	113.47	1325-23-0001.1
15	30114	N12°08'00.00"E	16.24	1325-23-0001.1
16	30116	S9°50'00.00"W	218.30	1325-23-0001.1
17	30113	S77°52'00.00"E	1.13	1325-23-0001.1
18	28945	N64°30'02.00"W	18.04	1219-22-0002.1
19	13542	N86°30'00.00"E	112.66	1329-22-0002.1
20	590	S47°40'25.00"E	14.00	0901-20-0003.1
21	19676	S84°56'49.00"E	26.05	0510-04-0003.1
22	28173	N0°28'39.00"W	8.27	1506-21-0051.2



	OBJECTID *	Direction	Distance	PI Number
13	30112	N11°31'00.00"E	93.54	1325-23-0001.1
14	30115	S68°34'00.00"E	113.47	1325-23-0001.1
15	30114	N12°08'00.00"E	16.24	1325-23-0001.1
16	30116	S9°50'00.00"W	218.30	1325-23-0001.1
17	30113	S77°52'00.00"E	1.13	1325-23-0001.1
18	28945	N64°30'02.00"W	18.04	1219-22-0002.1
19	13542	N86°30'00.00"E	112.66	1329-22-0002.1
20	590	S47°40'25.00"E	14.00	0901-20-0003.1
21	19676	S84°56'49.00"E	26.05	0510-04-0003.1
22	28173	N0°28'39.00"W	8.27	1506-21-0051.2

Nesting Try/Except Functions

Try and Except functions are used for error handling. Errors will appear in ArcPro if the script were to fail.

```

1  layer = "Conveyance Basemap/Survey Record (Local)"
2  try:
3      def unique_values(table, field):
4          with arcpy.da.SearchCursor(table,[field]) as cursor:
5              return sorted({row[0] for row in cursor})
6          duplicates = unique_values(layer,"pi_number")
7          pi_count = len(duplicates)
8          if pi_count != 1:
9              sys.exit()
10         else:
11             print("Good")
12 except:
13     arcpy.AddError("Make sure you only have 1 unique PI# selected.")

```

```

7  try:
8      #Check that one unique PI is selected
9      layer = "Conveyance Basemap/Survey Record (Local)"
10     try:
11         def unique_values(table, field):
12             with arcpy.da.SearchCursor(table,[field]) as cursor:
13                 return sorted({row[0] for row in cursor})
14         duplicates = unique_values(layer,"pi_number")
15         pi_count = len(duplicates)
16         if pi_count != 1:
17             sys.exit()
18         else:
19             print("Good")
20
21     #Calculate uniqueid to equal objectid and fill zeros. This also will not run if there are no features selected.
22     try:

```

Nesting Try/Except Functions

Try and Except functions are used for error handling. Errors will appear in ArcPro if the script were to fail.

```

except:
    arcpy.AddError("Could not calculate direction.")
except:
    arcpy.AddError("Make sure you only have 1 unique PI# selected.")
except:
    arcpy.AddError("General function failure. Make sure you don't have the attribute table open when running the tool. Otherwise, try restarting ArcPro.")

```



```

1 #Calculate uniqueid to equal objectid and fill zeros. This also will not run if there are no features selected.
2 layer = "Conveyance Basemap/Survey Record (Local)"
3 try:
4     fieldnames = ["unique_id", "OID@"]
5     aa = arcpy.Describe(layer)
6     ss = aa.FIDset
7     selection = "(" + ss.replace("; ", ", ") + ")"
8     sql = '"OBJECTID" IN {}'.format(selection)
9     with arcpy.da.UpdateCursor(layer, fieldnames, sql) as cursor:
10         for row in cursor:
11             row[0] = row[1]
12             cursor.updateRow(row)
13     arcpy.management.CalculateField(layer, "unique_id", "!unique_id!.zfill(5)")
14 except:
15     arcpy.AddError("Make sure you have at least 1 feature selected.")

```

Redundant Functions

arcpy.management.CalculateField
Calculates field based on set parameters.

Runs only on selected features.

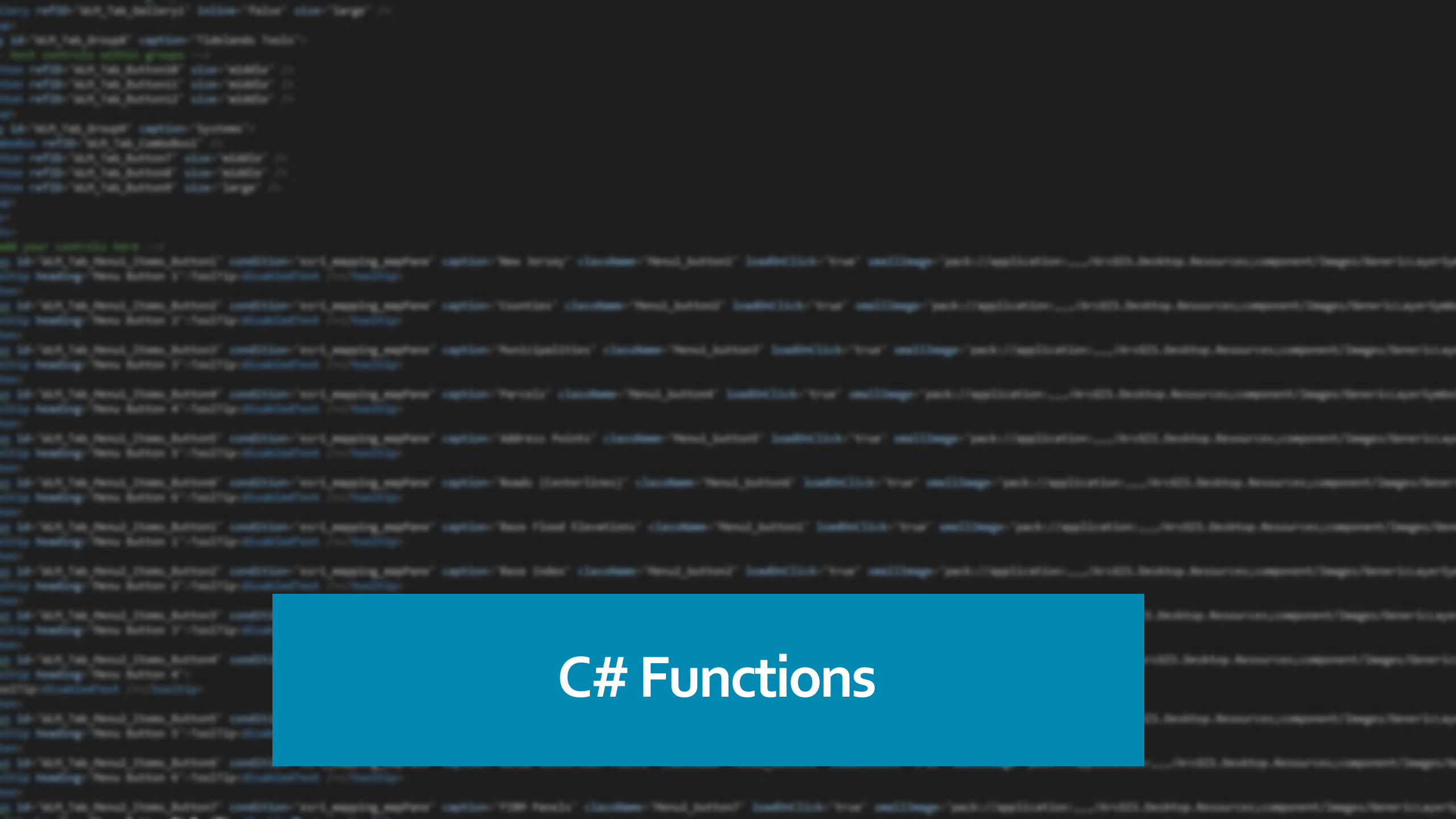
Runs even when there are no features selected.

arcpy.da.UpdateCursor

Calculates field based on set parameters.

Runs only on selected features.

Can set SQL statement to not run when there are no features selected.



C# Functions

Creating a condition

Condition is created inside the config.daml.

It is then called inside the specific button.

The code for the condition is inside the module1.cs so that it will work before being clicked.

```
</AddInInfo>
<conditions>
  <insertCondition id="button_on_selection" caption="button_on_selection">
    <state id="button_on"/>
  </insertCondition>
</conditions>
<modules>
  <insertModule id="WLM_Tab_Module1" className="Module1" autoLoad="true" caption="Module1">
```

```
<button id="WLM_Tab_Button10" caption="Calculate Survey Lines" className="Button10" loadOnClick="true"
  smallImage="pack://application:,,,/ArcGIS.Desktop.Resources;component/Images/TableCalculateField16.png"
  largeImage="pack://application:,,,/ArcGIS.Desktop.Resources;component/Images/TableCalculateField32.png"
  condition="button_on_selection">
  <tooltip heading="Calculate Survey Lines Table">Calculate values to populate layout table for survey lines
  <disabledText /></tooltip>
</button>
```

```
22 namespace WLM_Tab
23 {
24     7 references
25     internal class Module1 : Module
26     {
27         private static Module1 _this = null;
28         0 references
29         protected override bool Initialize()
30         {
31             ArcGIS.Desktop.Mapping.Events.MapSelectionChangedEvent.Subscribe(MapSelectionChanged);
32             return true;
33         }
34         /// <summary>
35         /// Retrieve the singleton instance to this module here
36         /// </summary>
37         ///
38         1 reference
39         public void MapSelectionChanged(MapSelectionChangedEventArgs obj)
40         {
41             FrameworkApplication.State.Deactivate("button_on");
42             foreach (var item in obj.Selection)
43             {
44                 if(item.Key.ToString().Contains("Survey Record (Local)")
45                 {
46                     FrameworkApplication.State.Activate("button_on");
47                     break;
48                 }
49             }
50         }
51     }
52 }
```

```

22 namespace WLM_Tab
23 {
24     References
25     internal class Button10 : Button
26     {
27         private IEnumerable<string> args;
28
29         References
30         protected override async void OnClick()
31         {
32             var arguments = Geoprocessing.MakeValueArray();
33
34             string toolpath = @"[REDACTED]\GIS\Program_GIS_Hub\Toolboxes\Calculate_Survey_Lines.atbx\CalculateSurveyLines";
35
36             Geoprocessing.OpenToolDialog(toolpath, args);
37         }
38     }
39 }

```

Call to Script inside button

Most of the code here is generated by default from the SDK.

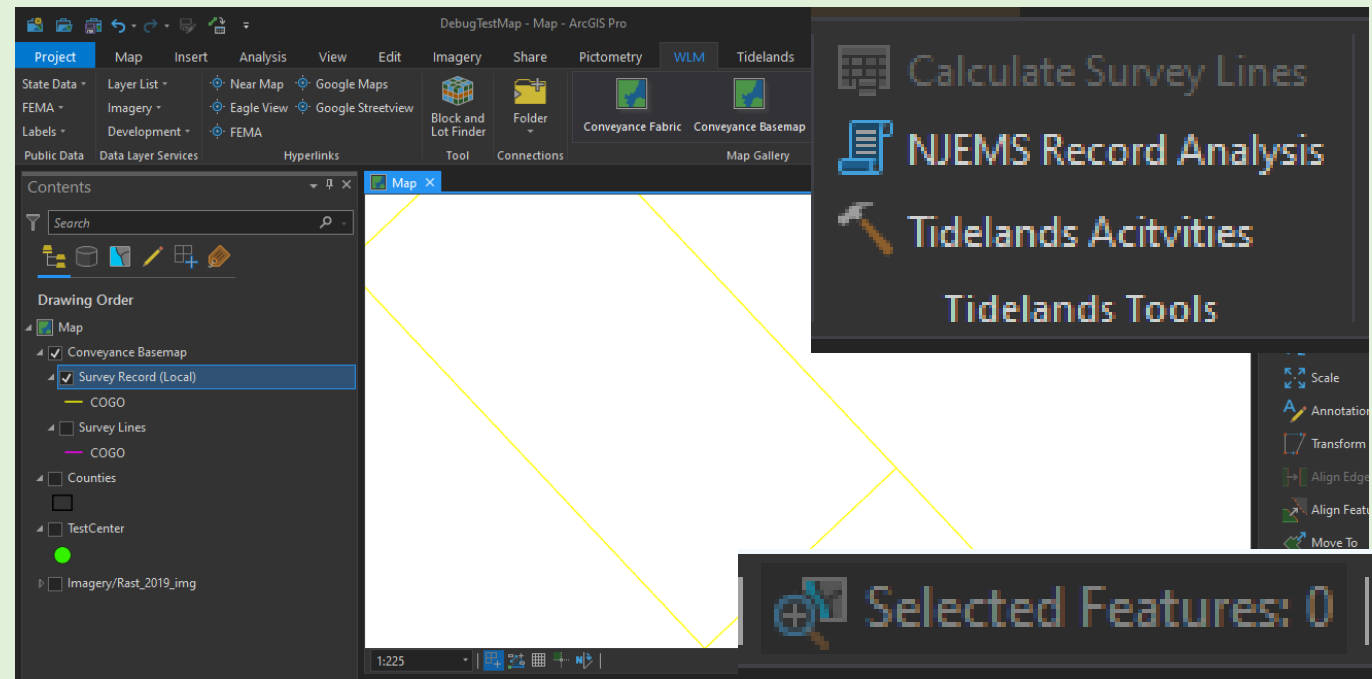
The button now gets connected to the Python script that was created earlier.

The Button that Doesn't Work

Disabled on startup, not after any sort of clicks.

Won't work unless a specific layer is inside the Table of Contents.

As useful as a screen door on a submarine.

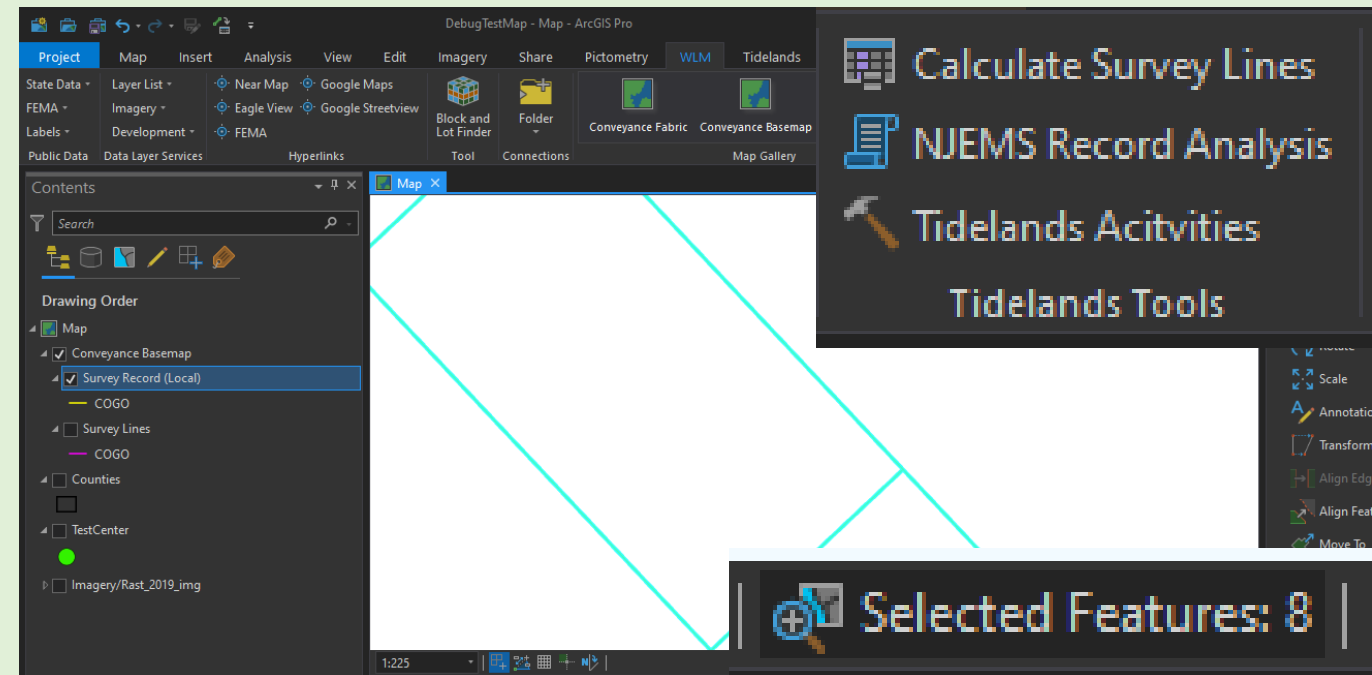


The Button that Does Work

Enabled after a selection is made.

Only enabled after a selection from a specific layer is made.

Only runs if all desired parameters are met.



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